Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

1-29. (Canceled)

30. (Withdrawn) A method of controlling a node having a low power state in a wireless network comprising:

waking a node in the low power state at a timed interval to receive a broadcast packet;

receiving at the node at least one broadcast packet transmitted periodically; and

synchronizing the node to a broadcast packet to allow the node to receive a message intended for the node.

31. (Withdrawn) A method as recited in claim 30 wherein the node receives the message immediately following the broadcast packet.

32. (Withdrawn) A method as recited in claim 30 wherein a received broadcast packet includes one or more values to allow a node to determine a time that a subsequent broadcast packet is expected to be received.

33. (Withdrawn) A method as recited in claim 30 including determining at the node from information received in a broadcast packet when to expect a subsequent broadcast packet.

34. (Currently amended) A method of controlling a node having a low power state in a wireless network, the method comprising:

waking a node in ~~the~~ a low power state at a time when a broadcast ~~polling~~ message is expected to be received;

receiving at the waken node ~~a~~ the expected broadcast ~~polling~~ message; and

synchronizing the node to a received broadcast ~~polling~~ message to allow the node to receive a subsequent message.

35. (Currently amended) ~~A~~ The method ~~as recited in~~ of claim 34, ~~including~~ further comprising determining at the node, from information received in a broadcast ~~polling~~ message, a time to expect receipt of a subsequent message.

36. (Currently amended) ~~A~~ The method ~~as recited in~~ of claim 34, wherein a received broadcast ~~packet~~ message ~~includes~~ comprises one or more values to allow a node to determine a time that a subsequent broadcast polling message is expected to be received.

37. (Withdrawn) A method of controlling anode having a low power state comprising: calculating at a node a time at which a broadcast message is expected to be received; waking a node in the low power state at a time at which a broadcast message is expected to be received; synchronizing the node to a received broadcast message to allow the node to receive a subsequent message stored in the network for the node.

38. (Withdrawn) A method of controlling a node in a wireless network to communicate with another node having a low power state comprising:

storing at a node a message intended for another node while the other node is in a low power state;

broadcasting from a node at least one polling packet in a polling packet time slot; and

transmitting the stored message to the other node following the broadcast polling packet.

39. (Withdrawn) A method as recited in claim 38 wherein the stored message is transmitted immediately following a polling packet.

40. (Withdrawn) A method of controlling a node in a wireless network to communicate with another node having a low power state comprising:

broadcasting from a node at periodic intervals at least one message to which another node can synchronize to when the other node wakens in a low power state;

receiving a response from the other node indicating that the other node has synchronized to the broadcast message; and

subsequently transmitting to the other node a message that was stored while the other node was in the low power state.

41. (Withdrawn) A method as recited in claim 40 wherein the broadcast message includes values to allow the other node to calculate when a subsequent message is expected to be broadcast.

42. (Currently amended) A component for communicating in a wireless network comprising:

a node ~~having~~ comprising a network interface for receiving and transmitting messages and a software control for waking the node in a low power state at a ~~timed interval~~time when a broadcast message is expected to be received to allow the node to receive a broadcast message, the node synchronizing to a received broadcast message to allow the node to receive a subsequent message.

43. (Withdrawn) A component for communicating in a wireless network comprising:

a first node for broadcasting at periodic intervals one message to which a second node can synchronize to when the second node wakes in a low power state; and

the second node waking in a low power state at a timed interval to receive a broadcast message, the second node synchronizing to the broadcast message to allow the second node to receive a message following the broadcast message.

44. (New) The method of claim 34, wherein waking a node in a low power state at a time when a broadcast message is expected to be received comprises waking the node periodically.

45. (New) The method of claim 34, wherein waking a node in a low power state at a time when a broadcast message is expected to be received comprises waking the node at a timed interval.

46. (New) The method of claim 34, wherein waking a node in a low power state at a time when a broadcast message is expected to be received comprises waking the node at a calculated wake time.

47. (New) The method of claim 46, further comprising, prior to waking the node, calculating the calculated wake time based, at least in part, on information received in the received broadcast message.

48. (New) The method of claim 34, wherein the received broadcast message is a polling message.

49. (New) The method of claim 48, wherein the subsequent message is a message different from a polling message.

50. (New) The method of claim 34, wherein the received broadcast message comprises one or more values to allow a node to determine a time that a subsequent broadcast message is expected to be received.

51. (New) The method of claim 34, further comprising receiving at the waken node the subsequent message immediately following receiving the expected broadcast message.

52. (New) A node for communicating in a wireless network, the node comprising at least one component that operates to:

wake the node from a low power state at a time when a broadcast message is expected to be received;

receive at the waken node the expected broadcast message; and

synchronize the node to the received broadcast message to allow the node to receive a subsequent message.